

Saving And Sharing

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Save

When you save your document all project information is preserved, allowing you to edit it at a later date. The design project is saved as a single file with the extension **.afdesign**.

The first time you save your document, you'll be asked to give the project a name and save location. Following this, future saves will overwrite the previous version.

Optionally, you can save a current project as a new project. In this case, the new file will not overwrite the saved version.

Unsaved changes to a document are indicated by **[Modified]** to the right of the document's name at the top of its tab/window.

 A document's history can be saved along with the document, so earlier edits can be returned to even if the document is closed and reopened.

▼ To save as a new project:

1. From the **File** menu, select **Save As**.
2. Adjust the dialog settings as required.
3. Click **Save**.

▼ To save the current project:

- From the **File** menu, select **Save**.

 If you have only made modifications that are supported by an image file type (for example, a JPEG or PNG), then using the **Save** function will simply save over the top of the current file. If you have made modifications that are not supported, such as adding layers, then you can save the image as a project file or flatten and merge the changes to the existing file.

▼ To save history with a document:

1. From the **File** menu, select **Save History with Document**.
2. In the **Saving With History** dialog, click **Yes** to accept the conditions discussed in the dialog.
3. Save your document.

 Saving your document's history with your document may significantly increase the size of your project file.

 You can switch off the save history feature by repeating step 1 of the procedure above.

Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **General>Save thumbnails with document**

SEE ALSO:

[Export](#)

[Keyboard shortcuts for file/document management](#)

Setting bleed

For professional printing, bleed extends the printable area beyond the page edge to allow artwork to be trimmed. You can set bleed on document setup, display bleed guides (so you can more easily design into the bleed area) and assign colors to them and then include bleed at print or export time.



3 mm bleed guides with a placed image snapped to them.

To allow for inaccuracies in the trimming process in professional printing, it's a good idea to extend these elements beyond the 'trim edge' (TrimBox), i.e. the page dimensions defined in Document Setup.

Bleed guides are a visual aid only which assist you in positioning 'bleed' elements (typically images) that you want to run to the edge of a trimmed page. With bleed guides switched on, you can display the printable area extended by the Bleed distance you specify.

An **Include bleed** setting in the Export PDF or Print dialog includes the bleed in the actual output page size.



Bleed enabled on PDF export, extending over crop marks.

▼ To set bleed for new documents:

- From the **File** menu, click **New**.
- Select the **Bleed** tab, and do one of the following:
 - For different bleed values: Set the **Left Bleed**, **Right Bleed**, **Top Bleed**, and **Bottom Bleed**.
 -   For the same bleed value: Enable the Link symbol at right, and set any bleed value; all other values will update to this.

▼ To modify your bleed settings:

1. From the default context toolbar (or **File** menu), select **Document Setup**.
2. Change bleed values from the Bleed tab.

▼ To view bleed guides:

- From the **View** menu, select **Show Bleed**.

The guides are shown as an outline that extends beyond the page edge by the chosen Bleed value.

▼ To change the color of bleed guides:

- From the **File** menu, select **Document Setup**.
- Click the color swatch to display a pop-up panel to update the bleed color.

▼ To snap objects to bleed guides:

- From the main toolbar, enable **Snapping**, then click the Snapping down arrow and ensure **Snap to Spread** is checked.

The Snap to Spread option snaps to page edge and bleed equally.

▼ To switch on bleed marks on export:

Do one of the following:

- For print: From the **File** menu, select **Print**. Select **Bleed and Marks** and check **Include bleed**.
- For pro PDF output: From the **File** menu, select **Export**, then **PDF**. Choose any PDF/X **Preset**, then check **Include bleed**.

SEE ALSO:

[Create new documents](#)

[Document setup](#)

[Export](#)

[Keyboard shortcuts for file/document management](#)

Working with SVGs

SVGs, or Scalable Vector Graphics, are a versatile type of vector file that can be easily adapted and optimized for use on the web and with cutting machines.

About SVGs

SVGs are an XML-based vector graphic format used to display images. The difference between the SVG file format and other image formats, such as PNG or JPEG, is that SVG code can be easily read and manipulated via CSS and Javascript, allowing a web browser or program to create the graphic instead of just displaying it. Because SVGs are vector based this makes them very flexible, allowing you to manipulate the graphic in ways that can't be done with other image formats.

 Despite SVGs being a predominately vector based format, raster objects within files will still degrade on resize.

Using SVGs for web design

SVGs are generally considered the best file format for putting illustrations, icons and logos on the web. Because SVGs are so flexible, they can be resized without losing any quality, looking crisp at all resolutions. This flexibility also allows you to keep the file sizes small and allows for easy editing to optimize your graphics for different web layouts.

 Despite SVGs being a predominately vector based format, raster objects within files will still degrade on resize.

Using SVGs with cutting machines

SVGs are the preferred file type for use with cutting machines such as Cricut, Silhouette, Eclips, Brother, and Cameo. This is for a number of reasons:

- They contain directional information (or paths) that help guide the cutting machine in the right direction when cutting out the image.
- The lines in SVG files are very precise, and will not lose quality even if you completely resize them.
- SVGs can be easily edited from the cutting program itself.

▼ To prepare an SVG file for export to the web:

- Ensure the design is sitting in an area of whole pixels (e.g., no decimal points) to keep the image crisp.
- The SVG export settings may automatically alter the DPI of the file to ensure a reasonable file size. For a file that is to be viewed on a retina screen, a DPI of 144 or higher is preferred.
- Ensure **Export text as curves for font independence** is checked to ensure your file is displayed precisely as intended.

▼ To prepare an SVG file for export to a cutting program:

- Ensure your document is set to 72 DPI.
- Your cutting machine's app may push all layers within your document to the edge of the material when cutting to prevent material wastage. To add padding around the edges of your document, create a new rectangle layer underneath your curve layers.
- Your cutting machine's app may take all layers within your document and reorder them before cutting to prevent material wastage. If your design contains multiple curve layers but you want to retain the layout of your document, you will need to merge all of the separate curve layers into a single curve layer. You can do this by selecting each of the curve layers and going to **Layer>Geometry>Merge Curves**.
- We advise that you export to SVG using the default settings.

SEE ALSO:

[Export](#)

Export

The Export dialog provides a streamlined approach to exporting your document, artboard or current selection to a common image file format. You can make use of inbuilt presets for quick access to standard export settings, or modify advanced export settings and (optionally) create your own presets from them.

The dialog displays a preview of what will be exported, which you can zoom and pan to inspect the effect of your choices. Resize the dialog to preview a larger area of your document at once.

 For more information on exporting individual artboards, see the [Exporting artboards](#) topic.

Password-protected PDFs

When exporting a PDF, you can choose to give it either or both of two types of password: an **open password** and a **permissions password**. Exporting with a password encrypts the resulting PDF.

PDF password options are available when the **Compatibility** option is set to *PDF 2.0 (ISO 32000-2)*, *PDF 1.7 (Acrobat 8)* or *PDF 1.6 (Acrobat 7)*. All PDF presets provided with Affinity except those for PDF/X output use PDF 1.7 or 1.6 compatibility.

About open passwords

The content of a PDF with an open password can be viewed only by providing the open password or, if one has *additionally* been set, the PDF's permissions password.

When a PDF has only an open password, there are no restrictions on what people can do with its content. The PDF can be printed or placed in an Affinity document, its content can be modified and selectively copied, and pages can be extracted to create new PDFs.

About permissions passwords

Setting a permissions password limits what people can do with the PDF unless they are able to provide the permissions password.

Optionally, you can choose to allow specific actions to be performed without providing the permissions password. So, you might choose to allow people to freely open and print your PDF, but not modify or selectively copy its content.

 Exporting a PDF with a permissions password *always* disallows page extraction, which could be used to extract content as is from your PDF. This is independent of the **Allow copying of content** setting, which determines whether smaller amounts of content, such as images and text, are copiable.

Settings

Your choice of file format determines which other settings are presented on the dialog.

Commonly used settings are available in the dialog's **File Settings** section.

The **Advanced** section contains detailed settings for the currently selected format. When these settings are modified, your choices can be saved as a preset.

For descriptions of the complete range of settings and their availability by format, see [Export settings](#).

 The Export dialog displays an **Estimated File Size** for the exported file(s).

▼ To export:

1. From the **File** menu, select **Export**.
2. At the top of the Export dialog, select a file format.
3. Adjust settings in the dialog's **File Settings**¹ section and, optionally, **Advanced** section. (All settings are explained in the [Export Settings](#) topic.)
4. Click **Export**.
5. Enter a filename, choose where to save the file, then click **Save**.

 When re-exporting to the same location, clicking **Export** overwrites the existing files.

¹ If one or more layers is selected, the exported file can be trimmed to their boundary by setting **Area** to **Selection Area** or **Selection Only**, which include or exclude all other layers from the output, respectively.

▼ To create a custom preset:

1. From the **File** menu, select **Export**.
2. At the top of the Export dialog, select a file format.
3. (Optional) Select a **Preset** as the starting point for your custom preset.
4. Adjust settings in the dialog's **Advanced** section.
5. From the Preset section's options menu, select **Create preset**.
6. Enter a name for your custom preset, then click **OK**.

Consequently, when the corresponding file format is selected on the dialog, the custom preset is available from the **Preset** pop-up menu.

▼ To rename or delete a custom preset:

1. From the **File** menu, select **Export**.
2. At the top of the Export dialog, select the preset's corresponding file format.
3. Select the **Preset** you want to rename/delete.
4. From the Preset section's options menu, do one of the following:
 - Select **Rename preset**, enter a new name, then click **OK**.
 - Select **Delete preset**, then click **Delete preset** to confirm.



Modifier keys

When previewing your export, the following modifier keys can be used to zoom in to areas of interest and view the results of different settings applied in the dialog:

- Hold the **Alt** key while scrolling (using a scroll wheel, if available) to move up and down of the zoomed in preview.
- Hold the **Ctrl** key while scrolling (using a scroll wheel, if available) to zoom in and out of the preview.
- Hold the **Shift** key while scrolling (using a scroll wheel, if available) to scroll left or right.
- Press **Ctrl+** to zoom in by 10% increments.
- Press **Ctrl-** to zoom out by 10% increments.
- Press **Ctrl+1** to zoom to 100%, **Ctrl+2** to zoom to 200%, etc.
- Press **Ctrl+0** (or double-click the image preview) to zoom to fit.

Observe that the modifiers for zooming in/out and panning listed above only work while previewing raster image export formats.

Export Settings

Each file format available on the [Export dialog](#) and the Export Persona's [Export Options](#) panel offers a variety of settings that affect the resulting file(s).

- 💡 On the Export Options panel, the available settings are determined by the selected **Preset**.
On the Export dialog, the available settings are determined by the file format that is selected at the top of the dialog.

General settings

The following settings are available for all file formats. Availability differs between the Export dialog and Export Persona.

	Export Persona	Export dialog
File Format —sets the graphics format for the exported file. Select from the pop-up menu.		✓
Mode —with Selection enabled, the export options can be modified for the selected export area to be different from the default export option settings; Defaults, when enabled, sets the default export options for new slices.	✓	
Preset —sets predefined export options for a range of common file formats, color modes, and bit depths. Select from the pop-up menu.	✓	✓
Area —instead of exporting the whole page, you can export the currently selected layer content, with or without other (deselected) layers, using the 'Selection Area' or 'Selection Only' option respectively. To export drawn slices or specific layers, use Export Persona .		✓
Don't export layers hidden by Export Persona —when selected, layers which have been hidden while in Export Persona are excluded from the exported file even if they display on the page. If this option is off, all objects on the page (which are within the Area selected above) will be exported regardless of whether they are hidden in Export Persona.		✓

Multi-format settings

Availability of the following settings depends on the selected file format.

When using the Export dialog, many of these settings are only available in the dialog's **Advanced** section.

💡 If the header of the table below is out of view, hover over a tick to confirm the relevant format.

PNG JPEG GIF TIFF PDF DWG DXF PSD SVG WMF EPS EXR HDR TGA WEBP JPEG-XL

	PNG	JPEG	GIF	TIFF	PDF	DWG	DXF	PSD	SVG	WMF	EPS	EXR	HDR	TGA	WEBP	JPEG-XL
▼ Size By default, displays the native dimensions of your image. Type value(s) to set an alternative width and/or height for your exported image.  Lock aspect ratio —when selected (default), the image's native aspect ratio is honored. If this option is off, the exported image's width and height can be set independently.  If your exported design exceeds the maximum dimensions for the file format to which you are exporting, the design will be scaled on export to fit the maximum dimensions. The Export dialog will warn you about this before you proceed.	✓	✓	✓	✓								✓	✓	✓	✓	✓
▼ Raster DPI This option lets you choose the resolution for effects which will be rasterized on export.					✓				✓		✓					
▼ Rasterize Select an option for Rasterizing design elements which are unsupported by the file format. Select from the pop-up menu: • Nothing—no elements within the design are rasterized on export, therefore unsupported elements are not included in the exported file. • Everything—all elements within the					✓				✓		✓					

PNG JPEG GIF TIFF PDF DWG DXF PSD SVG WMF EPS EXR HDR TGA WEBP JPEG-XL

design are rasterized for a resulting exported file which perfectly matches your original design.																
• Unsupported properties—only unsupported elements are rasterized in the exported file.																
▼ Downsample images Select whether to downsample raster images within the design.					✓				✓		✓					
▼ Above (DPI) If this set DPI is exceeded by raster design elements, those elements will be rasterized down to this set DPI. This option is dependent on the Downsample images option being active.					✓				✓		✓					
▼ Pixel format Sets the color mode for the exported image. Select from the pop-up menu.	✓	✓	✓	✓										✓	✓	✓
▼ Resample Select which resampling method to use if the image is to be upsampled or downsampled on export. For the PDF, SVG and EPS file formats, this setting is available in the dialog's Advanced section. The following resample settings are available: • Nearest Neighbor—simple resampling which has the fastest processing time. Use for hard-edge images. • Bilinear—algorithmic resampling for use when shrinking images.	✓	✓	✓	✓	✓				✓	✓		✓	✓	✓	✓	✓

PNG JPEG GIF TIFF PDF DWG DXF PSD SVG WMF EPS EXR HDR TGA WEBP JPEG-XL

• Bicubic—algorithmic resampling for use when enlarging images. Resampling is smoother than Bilinear but has a slower processing time. • Lanczos 3—complex algorithmic resampling which gives the best results but with the longest processing time. Available as 'separable' and 'non-separable'; the latter gives marginally better results, but is slightly slower than 'separable'.																
▼ Use document resolution Ensures the export is the same DPI as the current project's setting.					✓				✓		✓					
▼ Use DPI Overrides the current project's resolution setting for the export. The exported image's DPI is set using the adjacent input box					✓				✓		✓					
▼ Allow JPEG compression When selected, rasterized design elements will be compressed to decrease exported file size. If this option is off, rasterized design elements will be exported as uncompressed.					✓				✓		✓					
▼ Quality Sets the resulting quality of rasterized design elements in the exported image—or the overall image in the JPEG format's case. Higher quality may result in significantly larger file sizes. For the JPEG format, this is an independent setting. For the other formats, it is dependent		✓			✓				✓		✓				✓	✓

PNG JPEG GIF TIFF PDF DWG DXF PSD SVG WMF EPS EXR HDR TGA WEBP JPEG-XL

on the Allow JPEG compression option being active.																
▼ Matte Sets the background color for the exported image. Select from the pop-up panel.	✓	✓	✓	✓								✓	✓	✓	✓	✓
▼ ICC profile By default, this is set to the ICC profile of the project (document). However, the project's ICC profile can be overwritten for this export area. Select from the pop-up menu.	✓	✓	✓	✓										✓	✓	✓
▼ Embed ICC profile When selected, the ICC profile is included within the exported image's data, allowing the image to be viewed using the correct profile on any device. If this option is off, the viewing device must possess the ICC profile otherwise a substitute profile is used.	✓	✓		✓											✓	✓
▼ Include bleed When selected, the bleed area of your document, if set, will be included in the output. See Setting bleed .	✓	✓	✓	✓	✓				✓		✓			✓	✓	✓
▼ Palletized When selected, encodes the exported image by mapping it to the Palette and Colors settings set below. (This option cannot be switched off for GIF images.)	✓		✓													
▼ Palette By default, this is set to be automatically determined. However, you can specify an encoding palette yourself. Select from the pop-up menu.	✓		✓													
▼ Colors Selects the number of colors available in the palette. Select	✓		✓													

PNG JPEG GIF TIFF PDF DWG DXF PSD SVG WMF EPS EXR HDR TGA WEBP JPEG-XL

from the pop-up menu.																
▼ (Use) Relative coordinates When selected, objects in the exported file have relative positions for maximum editability. If this option is off, object positions are fixed to create a file which is optimized for viewing.									✓		✓					
▼ Embed metadata When selected, any raster image's original metadata is preserved in the exported file. If this option is off, all original metadata is removed; use this for privacy reasons or to reduce file size (for web use).	✓	✓		✓				✓			✓					
▼ Export text as curves When selected, the text in the resulting file will be drawn as curves (therefore displaying precisely as intended, even if viewed on a device without the used fonts installed). However, this option will increase file size, and text won't be editable as text or available to "text to speech" in other apps. If this option is off, text will be exported as text and the viewing device will need the used fonts installed for it to be displayed correctly.									✓	✓						
▼ Compression By default, this is set to ZIP. For TIFF, options to apply LZW compression or no compression are available. For EXR, options include RLE, PIZ and PXR24.				✓								✓				

Settings unique to PNG format

▼ Transfer function (32-bit HDR PNG only)

HDR formats such as PQ, HLG and BT.709 are supported.

32-bit HDR PNGs ([PNG specification - Third edition](#)) are used for interchanging HDR broadcast imagery in a lossless format. A growing range of video editing apps now

support this PNG file format, as well as the Google Chrome web browser.

The cICP chunk in this format allows the image to be tagged and processed with various video-centric color spaces (**Primaries**), which is more robust for broadcast workflows where the imagery needs to integrate seamlessly with video content.

▼ **Primaries (32-bit HDR PNG only)**

Provides a full set of WCG primaries (P3-D65 plus a choice of BT primaries).

▼ **Full Range (32-bit HDR PNG only)**

When checked, the entire dynamic range is used for the PNG, rather than being compressed.

Settings unique to JPEG format

▼ **Progressive**

When selected, the exported image is progressively compressed for optimized viewing when downloading.

▼ **Convert clips to paths**

When checked, converts top level clipping curves to vector paths.

Settings unique to TIFF format

▼ **Save Affinity layers**

Layers in the document are preserved in the exported TIFF image. These layers will only be readable when the file is opened in an Affinity app.

Settings unique to PDF format

▼ **Preview export when complete**

Opens the exported file in your device's default PDF viewer.

▼ **Compatibility**

Sets the version and type of PDF to be exported. Select one of the following from the pop-up menu:

- PDF 2.0 (ISO 32000-2)
- PDF 1.7 (Acrobat 8)
- PDF 1.6 (Acrobat 7)
- PDF 1.5 (Acrobat 6)
- PDF 1.4 (Acrobat 5)
- PDF/X-1a:2003
- PDF/X-3:2003
- PDF/X-4

▼ **Color Space**

Choose whether to use the document's current color space or export using a selected color space. Select from the pop-up menu.

▼ Profile

Choose whether to use the document's current color profile or export using a specific color profile. Select from the pop-up menu.

▼ Embed profiles

When selected (default), the chosen (or document's) color profile will be embedded in the exported file. If this option is off, the exported file will not have the color profile embedded with it (the viewing device will need to have the appropriate color profile installed to view the exported PDF accurately).

▼ Convert image color spaces

When checked, all placed images will convert to the color space chosen on export (as set in the **Profile** option above). When unchecked, the color space of the imported placed image is honored.

▼ Honor spot colors

When selected, spot colors within the design are exported as spot colors. If this option is off, spot colors are converted to an equivalent color within the exported file's color space (see above).

▼ Overprint black

When selected, design elements which use CMYK black are set to overprint. If this option is off, CMYK black elements are set to be indistinguishable to other colors during printing.

▼ Include hyperlinks

When selected, the PDF output will include all created hyperlinks.

▼ Include bookmarks

When selected, PDF bookmarks are included in the PDF output. (Primarily used when working on Affinity Publisher 2 documents in Affinity Designer 2 or Affinity Photo 2.)

▼ Include layers

When selected, the PDF output will include all created layers (except invisible/hidden layers unless the corresponding setting is also selected).

▼ Include invisible layers

When selected, layers at the top hierarchical level that are hidden and contain child layers that are not hidden will be included in the PDF output as invisible layers.

▼ Include printers marks

When selected, the PDF output will show printer marks around the page edge. All printer marks are added by default. However, particular types of printer marks can be switched off, depending on your preference. These include:

- Crop marks
- Registration marks
- Color and grayscale bars
- Page information



Professional printing services often print on larger sheets and trim them to your page design's size. To ensure movement during printing does not

result in white edges, make your design fill the document's bleed area, turn on **Include bleed** to add this information to your PDF file, and turn on **Include printers marks** to assist with trimming.

▼ Embed fonts

Select an option for handling fonts used in the document.

- **Text as Curves**—all text is converted to curves. This ensures the resulting exported file will display correctly regardless of the fonts installed on the viewing device.
- **All Fonts**—any fonts used in the document are embedded in the exported file. This ensures the resulting exported file will display correctly regardless of the fonts installed on the viewing device.
- **Uncommon Fonts**—fonts used are only embedded in the exported file if they are not part of the fonts traditionally installed on most devices. The viewing device must have the expected fonts installed to view any common fonts in the exported file.
- **No Fonts**—no fonts are embedded in the exported file. A viewing device must have all the used fonts installed to accurately view the exported file.

▼ Subset fonts

When selected, embedded fonts will only include the glyphs used in the document. If this option is off, all glyphs for the used fonts are embedded in the exported file, regardless of whether they appear in the document or not.

▼ Allow advanced features

When selected, all design features supported by the PDF file format are exported as vectors. If this option is off, depending on the nature of these features, they are rasterized or converted to curves on export. These features include:

- Artistic text which has been horizontally or vertically stretched.
- Text which has an applied stroke.
- Linear and radial gradients.
- Non-solid transparencies.

⚠ If the **Allow advanced features** option is selected on export, the resulting PDF, when imported into other apps, may cause the above advanced features to be rasterized or rendered incorrectly. The third party's app may also display an error message on PDF import.

▼ Encryption

Indicates the type of encryption that will be applied to the PDF, if you have chosen to require an **Open password** or a **Permissions password**. The encryption type is determined by the **Compatibility** setting.

▼ Require password to open

When selected, the **Open password** will be required to open the PDF. When unselected, anyone can open the PDF.

▼ Open password

With **Require password to open** selected, type the password that will be required to decrypt and view the PDF.

💡 In the box, click the eye icon to show or hide the open password. Click the clipboard icon to insert the contents of the Clipboard into the box.

▼ **Require password for modification and printing**

When selected, the **Permissions Password** will be required to perform actions that you have chosen not to openly allow for the PDF, and to place the PDF in Affinity documents. When unselected, anyone can print, modify, copy from and place the PDF.

▼ **Permissions password**

With **Require password for modification and printing** selected, type the permissions password for the PDF.

💡 In the box, click the eye icon to show or hide the permissions password. Click the clipboard icon to insert the contents of the Clipboard into the box.

▼ **Allow document printing**

When selected, anyone who can open the PDF can print it. When unselected, the PDF can be printed only by providing the permissions password.

▼ **Allow content modification**

When selected, anyone who can open the PDF can modify its content. When unselected, the PDF's content can be modified only by providing the permissions password.

▼ **Enable copying of content**

When selected, anyone who can open the PDF can selectively copy content from it. When unselected, content can be copied only by providing the permissions password.

Settings unique to DWG/DXF formats

▼ **DWG Version / DXF Version**

Determines the file format version that will be exported. Available options are:

- **2000-2002**
- **2004-2006**
- **2007-2009**
- **2010-2012**
- **2013-2016**
- **2018+**

▼ **Layers**

Determines how Affinity objects and layers are mapped to DWG/DXF layers, and so which DWG/DXF layer an exported item belongs in. (The DWG/DXF format does not

allow for nested layers, so all exported layers are at the top level of the resulting file.)

Objects at the top of Affinity's layer stack, i.e. not belonging to an Affinity layer, are always mapped to Layer 0 of the exported DWG/DXF file.

Objects on top-level, unnamed Affinity layers are always mapped to Layer 0.

Objects on nested, unnamed Affinity layers and on named Affinity layers, however deeply nested, are mapped according to which of the following options is selected:

- **None**—Objects are mapped to Layer 0. (Your Affinity document is flattened onto a single layer.)
- **Top Level Only**—Objects are mapped to their top-level containing layer. Nested layers are then empty and not included in the exported file.
- **Any**—Objects on named Affinity layers are mapped to their nearest named containing layer. Objects on unnamed layers are mapped to Layer 0.
- **Any named**—Objects are mapped to their nearest named containing layer, or Layer 0 if there isn't one.

▼ Gradient Strokes

Determines what to do with object strokes that have a gradient fill applied, which DWG/DXF does not support. Available options are:

- **Simplify**—Applies a simplified gradient.
- **Replace with solid**—Replaces the gradient with a solid fill of the color of the gradient's first stop.
- **Ignore**—Removes the stroke from the output.

▼ Gradient Fills

Determines what to do with object fills that have a gradient fill applied. Available options are:

- **Simplify**—Applies a simplified gradient.
- **Replace with solid**—Replaces the gradient with a solid fill of the color of the gradient's first stop.
- **Ignore**—Removes the fill from the output.

▼ Bitmap Strokes

Determines what to do with object strokes that have a bitmap fill applied, which DWG/DXF does not support. Available options are:

- **Replace with solid**—Replaces the stroke with a solid fill of middle gray.
- **Ignore**—Removes the stroke from the output.

▼ Bitmap Fills

Determines what to do with object fills that have a bitmap fill applied, which DWG/DXF does not support. Available options are:

- **Replace with solid**—Replaces the bitmap fill with a solid fill of middle gray.

- **Ignore**—Removes the fill from the output.

▼ Pressure strokes

Determines what to do with object strokes with a pressure profile applied, which DWG/DXF does not support. Available options are:

- **Expand**—Expands the stroke with its pressure profile. The expanded stroke is then exported as a hatch.
- **Ignore and clamp**—Drops the pressure profile from the stroke. The line weight is then clamped to the DWG/DXF maximum of 2.11 mm.

▼ Overweight strokes

Determines what to do with object strokes with a line weight greater than 2.11 mm, which DWG/DXF does not support. Available options are:

- **Expand**—Expands the stroke. The expanded stroke is then exported as a hatch.
- **Clamp**—Clamps the line weight to a maximum of 2.11 mm.

▼ Dashed strokes

Determines what to do with object strokes with a dash pattern. DWG/DXF does support dash patterns; however, DWG/DXF dashes do not scale automatically with line weight, as they do in Affinity. Available options are:

- **Keep**—Approximates the dash pattern.
- **Expand**—Expands the dashed stroke. The dashes are then exported as a hatch.
- **Make continuous**—The dashes are ignored and the Continuous line type is applied to the exported curve.

▼ Scale dash patterns

Determines what to do when a line weight adjustment is made to an exported curve, e.g. when one is clamped to the 2.11 mm maximum.

When enabled, the length of dashes scales automatically, like in Affinity. When disabled, dashes stay the same length, similar to AutoCAD's behavior.

▼ Apply drawing scale

When enabled, the drawing scale is honored. For example, a rectangle that is one-inch wide with a drawing scale of 1:10 will be exported at 10 inches wide.

Note that Affinity documents support multiple drawing scales within the same document, which cannot be honored in a DWG/DXF file, so only the first/common drawing scale is applied.

Settings unique to PSD format

▼ Compatibility mode

When selected, the exported file will be compatible with other apps which do not support some features (file size may also increase). If this option is off, the exported file may not be readable by other apps (depending on the features used in the image).

▼ Smallest file sizes

When selected, the exported file will be compressed where possible but may not be readable by other apps. If this option is off, no compression will take place for the exported file.

▼ Rasterize all layers

When selected, layer content is rasterized in the exported file (the layer structure is retained). If this option is off, no rasterization takes place on export.

▼ Gradients

This setting offers two strategies for how to export this specific project attribute. Select from the pop-up menu.

- **Preserve accuracy**—the listed attribute will be rasterized to preserve its intended design.
- **Preserve editability**—the listed attribute will be exported with its original settings to allow for easy editing.

▼ Adjustments

This setting offers two strategies for how to export this specific project attribute. Select from the pop-up menu.

- **Preserve accuracy**—the listed attribute will be rasterized to preserve its intended design.
- **Preserve editability**—the listed attribute will be exported with its original settings to allow for easy editing.

▼ Layer effects

This setting offers two strategies for how to export this specific project attribute. Select from the pop-up menu.

- **Preserve accuracy**—the listed attribute will be rasterized to preserve its intended design.
- **Preserve editability**—the listed attribute will be exported with its original settings to allow for easy editing.

▼ Lines

This setting offers two strategies for how to export this specific project attribute. Select from the pop-up menu.

- **Preserve accuracy**—the listed attribute will be rasterized to preserve its intended design.
- **Preserve editability**—the listed attribute will be exported with its original settings to allow for easy editing.

▼ Adv Blending

This setting offers two strategies for how to export this specific project attribute. Select from the pop-up menu.

- **Preserve accuracy**—the listed attribute will be rasterized to preserve its intended design.

- **Preserve editability**—the listed attribute will be exported with its original settings to allow for easy editing.

Settings unique to SVG format

▼ Longer text spans

When selected, text is placed relative to previous lines of text (therefore producing smaller file sizes and simpler file structures). If this option is off, text is placed with absolute coordinates

▼ Use hex colors

When selected, colors in the exported file are expressed as RGB Hex values (therefore reducing file size but less human-readable). If this option is off, colors are exported as standard RGB values.

▼ Flatten transforms

When selected, transformed objects are 'fixed' in the exported file. This allows for the file to be viewed more accurately across apps. If this option is off, objects remain dynamically transformed to allow for more flexible editing.

▼ Use tile patterns

When selected, rasterized areas may be converted to a vector shape with a filled bitmap to give smoother, sharper edges. However, this might not be supported by some apps. If this option is off, objects will exist as singular elements within the exported file.

▼ Set viewBox

When selected, the exported file includes coordinates and dimensions which define the view box of the image. If this option is off, no view box data is included in the exported file. The export area is used to define the view box.

▼ Add line breaks

When selected, the code in the exported file will be optimized for human viewing and reading. If this option is off, the image will be exported with code on a single line which will make the file size significantly smaller.

Settings unique to WMF format

▼ Enhanced Windows Metafile

When checked, the exported file will be in EMF format. When unchecked, the export file will be in WMF format.

▼ Clip Transparency

When checked, any transparent area around your content is absent in the exported file. When unchecked, the transparent area is retained.

Settings unique to EPS format

▼ PostScript level

Sets the version of the exported PostScript file. Select from the pop-up menu.

▼ Minimize size

When selected (default), the exported file will be compressed to create the smallest file size possible.

Settings unique to EXR format

▼ Color profile from name

This is dependent on OpenColorIO. With a valid configuration, appending the filename during export will convert to that color space from scene linear. For example, name your file *output.acescg.exr* to convert to ACEScsg if your OCIO configuration lists that as a valid color space.

▼ Multi channel

When exporting to OpenEXR format, converts layers with affixes—e.g. .RGB or .RGBA after the layer's name—back to multi channel data.

▼ Include unknown channels

When checked, channels whose type cannot be determined will still be exported as a single luminance-based channel.

▼ Image pixels

Choose whether to encode Image channels (**RGBA** etc) as 16-bit (half float) or 32-bit (full float).

▼ Spacial pixels

Choose whether to encode Spatial channels (**XYZ** etc) as 16-bit (half float) or 32-bit (full float).

▼ Other pixels

Choose whether to encode other/undetermined channels as 16-bit (half float) or 32-bit (full float).

Settings unique to WEBP format

▼ Lossless

When checked, the newer, lossless WebP compression algorithm is used.

SEE ALSO:

[Export dialog](#)

[Export Persona](#)

[Export Options panel](#)

Exporting using Export Persona

The Export Persona is a dedicated workspace for exporting artboards, layers, groups, and objects as export slices to different file formats and image sizes simultaneously. You'll also be able to export custom drawn slices.



Export Persona with Export Options and Slices panels.

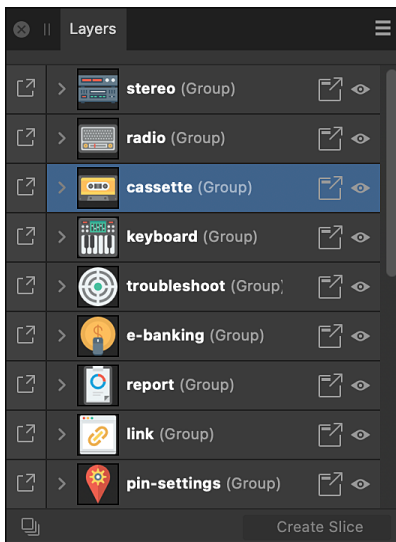
How it works

The Export Persona uses a combination of panels and tools to create slices. Slices are export areas which you choose to output from your document.

The Layers panel, Export Options panel and Slices panel are used in combination in Export Persona. The Slice Tool is unique to Export Persona and is used to create custom slices.

Using the Layers panel

The **Layers** panel in Export Persona is different from the Layers panel in Designer Persona. It is used exclusively as a precursor for selecting artboards, layers, groups, or objects from which slices can be created, and added to the **Slices** panel.



Layers panel in Export Persona.

When you export a Layers panel item as a slice, the slice will automatically size to what is considered to be the extent of the selected item. At the top of every slice drawn, you will see the exported resolution, name, format and bit depth.

When a slice created via the Layers panel is exported, only content on the layer from which it was created is included in the output.

Using the Slice Tool

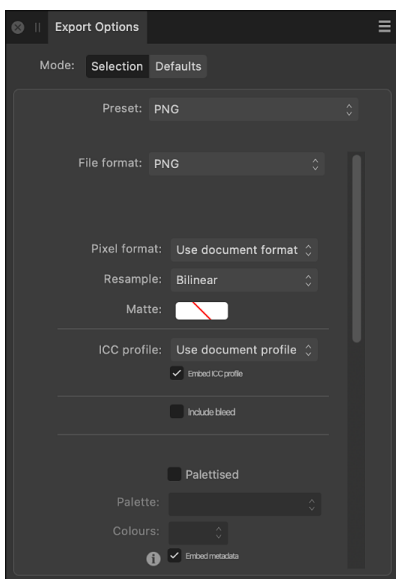
The Slice Tool gives you full freedom to create export areas of all sizes, over any part of your document.

When a slice created with the Slice Tool is exported, content from all visible layers within its area is included in the output.

For more information see [working with slices](#).

Using the Export Options panel

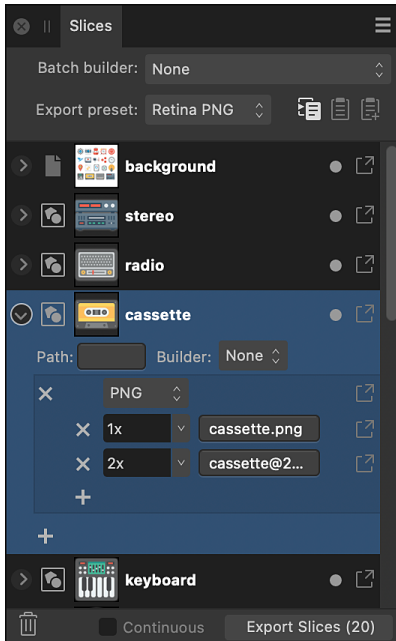
The **Export Options** panel lets you set up your default export settings, or settings for the currently selected item prior to slice creation.



Export Options panel in Export Persona.

Using the Slices panel

The **Slices** panel stores all your slices (from the Layers panel or Slice Tool) ready for export directly from the panel. Each created slice has an initial export format (e.g., PNG, JPEG, or SVG) associated with it on creation, with additional export formats being added per slice if needed; each export format lets you export at different size scaling or absolute sizes.



Slices panel in Export Persona.

You can use the filenames in the **Slices** panel to specify (or create) a folder hierarchy in which to place your exported files. This is achieved through the use of the forward slash, or oblique, character.

For example, a PNG hero image could be placed within an **img** folder within an **assets** folder using the following syntax:
assets/img/hero

If any part of the folder structure does not exist, the folder hierarchy will be created when the appropriate slices are exported using **Export Slices (n)**.

 You can export the entire document's page using **File>Export** or by selecting the predefined spread area on the **Slices** panel.

Exported slice dimensions and DPI

When exporting slices via the Export Persona, the slice export size (1x, 2x, 3x, etc.) is linked with your document's DPI. The table below shows how DPI and export size affect export dimensions, using a 64x64 px document as an example.

DPI setting for a 64x64 document	Export dimensions (in pixels); Exported DPI		
	1x	2x	3x
72	64x64; 72	128x128; 144	192x192; 216
96	64x64; 96	128x128; 192	192x192; 288
144	32x32; 72	64x64; 144	96x96; 216
192	32x32; 96	64x64; 192	96x96; 288
216	21x21; 72	42x42; 144	64x64; 216
288	21x21; 96	42x42; 192	64x64; 288

SEE ALSO:

[Layers panel \(Export Persona\)](#)

[Export Options panel](#)

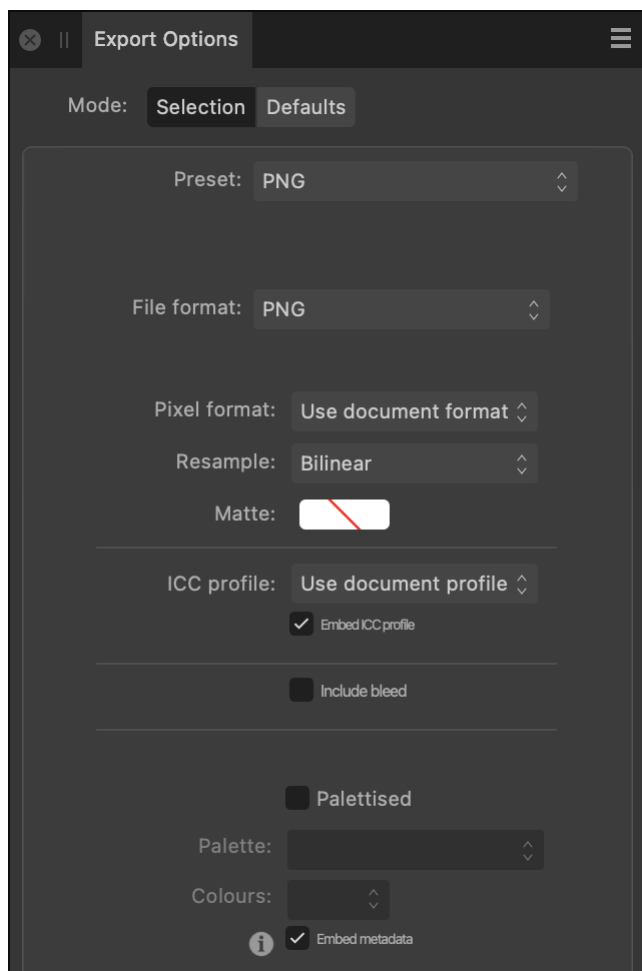
Export Options panel

Set the export options for a predefined export area using the Export Options panel.

About the Export Options panel

Once an export area has been defined, the Export Options panel allows you to set specific export attributes for that area. Using the panel, different export areas on the page can have different settings applied. This gives you full control over your exported designs.

You can save custom settings as a preset for future use.



Settings

Your choice of file format—or preset, which includes a file format—determines which other settings are presented in the panel.

For descriptions of the complete range of settings and their availability by format, see [Export settings](#).

▼ To save custom settings as a preset:

1. Set the export options as desired.
2. Click Panel Preferences, and select **Create preset** from the pop-up menu.
3. Enter a name and click **OK**.

The new preset is added to the end of the **Preset** pop-up menu and is also accessible from the [Export dialog](#).

 You can delete and rename custom presets by selecting the appropriate option from the Panel Preferences pop-up menu.

SEE ALSO:

[Exporting using Export Persona](#)

[Slices panel](#)

[Export settings](#)

[Document setup](#)

[Customizing the workspace](#)

Slices panel

The Slices panel allows you to export defined areas of your design to universally recognized image formats.

About the Slices panel

Once an export area has been defined, the **Slices** panel allows you to export the area at various sizes and formats.

The panel can be populated with one or more slices. Each slice possesses a single *export setup*, within which multiple *export formats* (detailing file format and scaling options) may be stored. In turn, each export format can have multiple *export sizes*. This allows different graphics formats, of different sizes, to be exported from each slice simultaneously.



The Slices panel showing export areas in the document.

Options

The following options are available in the panel:

- **Batch builder**—creates Xcode JSON batches from multiple Apple Universal or Application icon slices. For Xcode UI development only.
- **Export preset**—presents slice presets offering common graphics formats and options for Apple app icon design.
-  **Copy export setup to clipboard**—copies a selected slice's export setup (including multiple export formats) to clipboard. If you select a graphic-specific export format within the setup, the button can be used to copy that export format to another slice's export setup.
-  **Replace export setup from clipboard**—pastes a copied slice's export setup from the clipboard to another selected 'target' slice. A copied export format can be pasted too.
-  **Add Export format from clipboard**—pastes a copied export format selected from a slice's export setup and adds it to another slice's export setup. You can copy (and replace) an export format from Panel Preferences.
-  **Delete**—removes the panel item and corresponding export area from the page. The Page panel item cannot be deleted.
- **Continuous**—when selected, slices are re-exported automatically if the content within the slices is modified. This option becomes available once **Export Slices (n)** has been clicked and an export folder selected.
- **Export Slices (n)**—exports all checked panel items.

 The forward slash (or oblique) character can be used in slice filenames in export setups in the Slices panel. The word preceding the slash will be used to create a containing folder for the file named at the end, when exported using **Export Slices (n)**. For example, a PNG slice with a filename in the Slices panel of **assets/img/hero** will create **hero.png** within an **img** folder within an **assets** folder.

Export Setup Options

The following options are available in the export setup for each slice entry:

-  **Page**—indicates that the export area is the entire page or all artboards.
-  **Slice**—indicates an export area drawn with the Slice Tool.

-  **Slice (from item)**—indicates an export area created from an artboard, layer, group or object.
- **Thumbnail**—visually indicates the area to be exported.
- **Filename**—displays the name for the export area. Type directly in the text box to set your own file name. If a name has not been set, unique names are suggested.
-  **Active/Inactive**—when enabled, the area is exported when **Export Slices (n)** is clicked at the bottom of the panel.
-  **Export**—exports the area represented by the panel item.
- **Path**—defines the folder name for the exported slices. The following tokens are available:
 - **Document name**—the exported slices will be stored in a folder carrying the name of the document without the app's extension.
 - **Document file name**—the exported slices will be stored in a folder carrying the name of the document file with the app's extension.
 - **Slice name**—the exported slices will be stored in a folder carrying the slice name.
- **Slice Properties**—allow you to configure additional settings for the exported slices, including output filename and custom DPI. The following additional tokens are available:
 - **Scale**—scale multiplier (if specified, else defaults to 1).
 - **Scale suffix**—Scale suffix in the form '@2x' (not including 1x scale).
 - **Width**—the width of the exported slice (if specified).
 - **Height**—the height of the exported slice (if specified).
 - **Square size**—square size of the exported slice (if specified).
- **Builder**—generates supplementary Xcode JSON files along with the exported slices for Apple icons. For Xcode UI development only.

When using tokens to specify your slice's export options, you may set up the following: "Document name (Slice name)". Apart from using brackets, you can also separate tokens with underscores, hyphens and/or other characters.

 You can copy and replace export set up options from one slice to another using **Copy/Replace** found on the top of the panel. You can also create your own export set up presets from Preferences .

Export Format Options

You can store multiple formats within every slice's export setup. The following options are available for each format:

- File format—select a file format to be exported from the pop-up menu.
 - Size scaling—select scaling options (e.g., 1x, 2x, etc.) to set for the export format.
 - Additional properties—lets you choose a custom DPI and a path and filename made up of defined tokens or custom user variables.
 - Export—exports the slice using this export format.
-

SEE ALSO:

[Exporting using Export Persona](#)

[Export Options panel](#)

[Layers panel \(Export Persona\)](#)

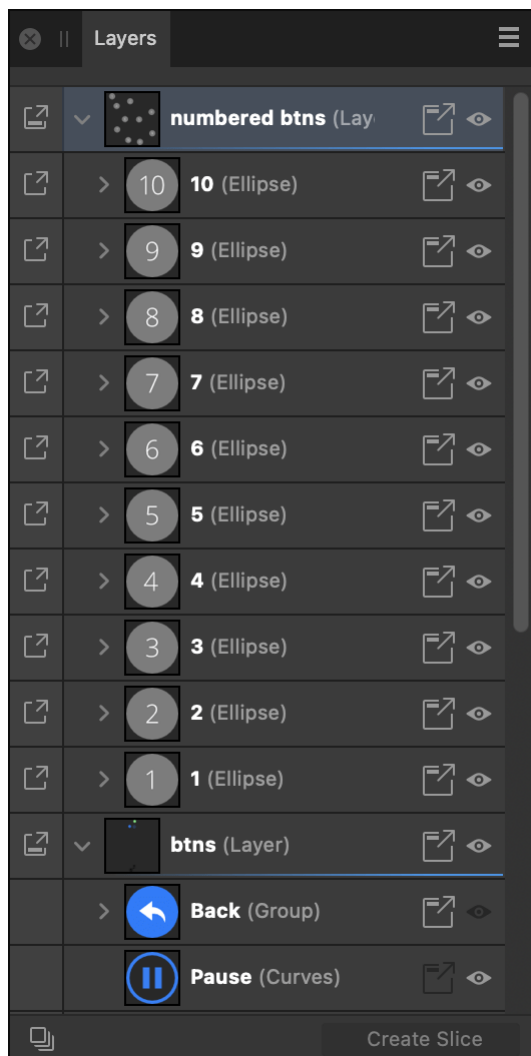
[Customizing the workspace](#)

Layers panel (Export Persona)

The Layers panel in Export Persona lets you create slices from entire artboards, layers, groups or selected objects.

About the Layers panel

The panel lets you target artboards, layers, groups or objects in your design that you want to specifically export. By selecting them, they can be made into slices from the same panel; the Create Slice option generates slices for the Slices panel from which raster images can be exported.



The Layers panel showing layers in the current document.

Options

The following options are available in the panel:

-  **Layer is exported**—indicates the layer export state.
-  **Layer has exported children**—indicates that the exported layer contains objects in child layers.
-  **Make item visible in export**—when enabled, the item is visible and can be exported. When disabled, the item is hidden and can't be exported.
-  **Make item visible**—when enabled, the item is visible. When disabled, the item is hidden. The item can be exported in both states.
-  **Edit All Layers**—allows selection of objects across all layers (rather than the current layer).
- **Create Slice**—creates a slice from the selected artboard, layer, group or object in readiness for export.

 For child objects, the visibility options may show as being partly grayed out if the parent object has the corresponding visibility option switched off.

SEE ALSO:

[Exporting using Export Persona](#)

[Slices panel](#)

[Layers panel](#)

[Customizing the workspace](#)

Print

You can print your single page or choose various layouts such as tiled or N-Up (ganged).

About printing

The print feature lets you print out your document using different layouts.

- Single: your page are printed per sheet.
- Tiled: your page can be printed to a large format (e.g., posters, banners, etc.).
- N-Up: 'gang' prints your page so multiple copies can be printed per sheet.

The final print of the page will include all currently visible objects. Layer visibility and exportability is controlled by the [Layers panel](#).

Bleed can be set from the **Print** dialog, extending the printable area of the page beyond the page edge to be trimmed off in the event of paper movement or design inconsistencies.

Printer marks can be displayed around the page edge via the **Export** dialog. You may choose to display all printer marks, or switch off particular types of printer marks, depending on your preference.

 The **Print** dialog will honor the project's current page setup. Therefore, it is important to check your page setup settings before proceeding to print.

 For more information on printing individual artboards (rather than the entire document), see the [Printing artboards](#) topic.

▼ To print project pages:

1. From the **File** menu, select **Print**.
2. In the dialog, adjust settings as appropriate.
3. Click **Print**.

 If the document preview window in the Print dialog shows with a pink overlay, this means there is a mismatch between your Affinity document dimensions and the printer's currently set paper size.

▼ To print tiled or N-Up (ganged) output:

1. From the **File** menu, select **Print**.
 2. From the dialog, select **Layout** from the lower-left Categories list.
 3. From the **Model** pop-up menu, select 'Tiled' or 'N-Up'.
 4. In the dialog, adjust settings as appropriate.
 5. Click **Print**.
-

SEE ALSO:

[Save](#)

[Export](#)

[Printing artboards](#)

[Keyboard shortcuts for file/document management](#)

About packaging

Packaging is an easy way to ensure that when you share a document with a collaborator or printing service, they have all the items needed to edit and print it.

The **Save As Package** command outputs a copy of your document and any fonts and linked images used by it into a folder.

A package's contents

When packaging is complete, the destination folder will contain:

- Your Affinity Designer document, with the file extension .afpackage.
- A folder named Fonts containing available fonts used by your document.
- A folder named Images containing available images linked from your document.

The items in the package are copies. The files used to create the package remain in their original locations and are unaltered by the packaging process.

With everything collated in a folder, share the package with others using your preferred method, such as cloud storage. Before doing so, review your licensing terms for all items in the package.

Differences between Save As Package and Collect

The Resource Manager's **Collect** feature may sound similar to Save As Package. However, it is designed to collate some or all of a document's linked resources in a folder and update the references to their new location. Also, it does not process fonts.

SEE ALSO:

[Creating packages](#)

[Opening packages](#)

[Resaving modified packages](#)

[Resource Manager](#)

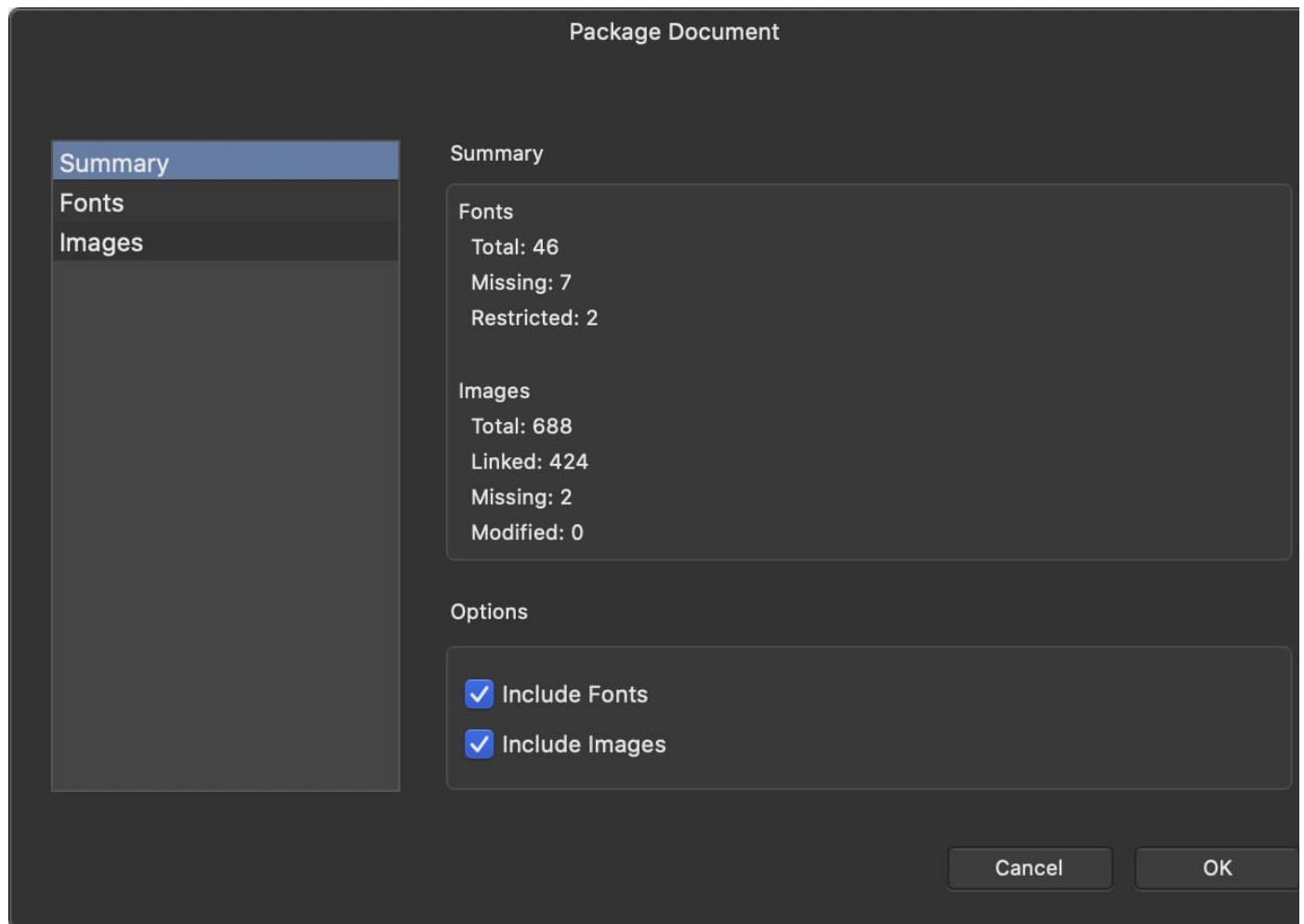
Creating packages

Use the **File** menu's **Save As Package** command to open the **Package Document** dialog.

The dialog's **Summary** section reports the numbers of fonts and images used in your document and alerts you to potential problems.

The total number of images may be larger than the sum of linked, missing and modified images because it also includes any that are embedded within the document.

⚠ Check your compliance with the licensing terms of all fonts and images used in a document before packaging and distributing them.



Excluding items from a package

You can choose to exclude all fonts and/or all images when creating a package.

To exclude individual items, delete them from the destination folder after the package has been created.

Diagnosing problematic statuses

The dialog provides separate counts of items that are missing, modified or restricted. Investigate these before you proceed with packaging.

- **Missing**—select **Fonts** or **Images** on the dialog's left side to precisely identify missing items. To focus your investigation, click the **Status** column heading to group items by status.
- **Restricted**—a font is considered restricted if any of the Restricted License Embedding, Preview and Print Embedding, or Bitmap Embedding Only attributes are set within it. Distribution of the font may require you to obtain a more permissive license or the recipient to have their own license for the font.
- **Modified**—an image has changed outside of Affinity Designer and has not been updated within the document. Use the Resource Manager to update the document with the latest image data.

 For all fonts, regardless of whether they are listed as Restricted, check your licensing terms are compatible with your intentions for the package.

If packaging fails

Affinity Designer may inform you that it has failed to save the package, and that the package may be incomplete. One reason for this message is to remind you that some fonts or images are missing.

If you did not expect any fonts or images to be missing, try packaging the document again.

Always check that a package contains everything that is expected.

▼ To package a document:

1. With the document open in Affinity Designer, select **File>Save As Package**.
2. Set **Include Fonts** and **Include Images** as needed.
3. Select **OK**.
4. Browse to the folder in which you want to create the package.
5. Select **Package**.

 If your chosen folder is not empty, Affinity Designer will ask whether you want to continue (**Yes**), choose a different folder (**No**), or abandon the packaging process (**Cancel**).

SEE ALSO:

[About packaging](#)

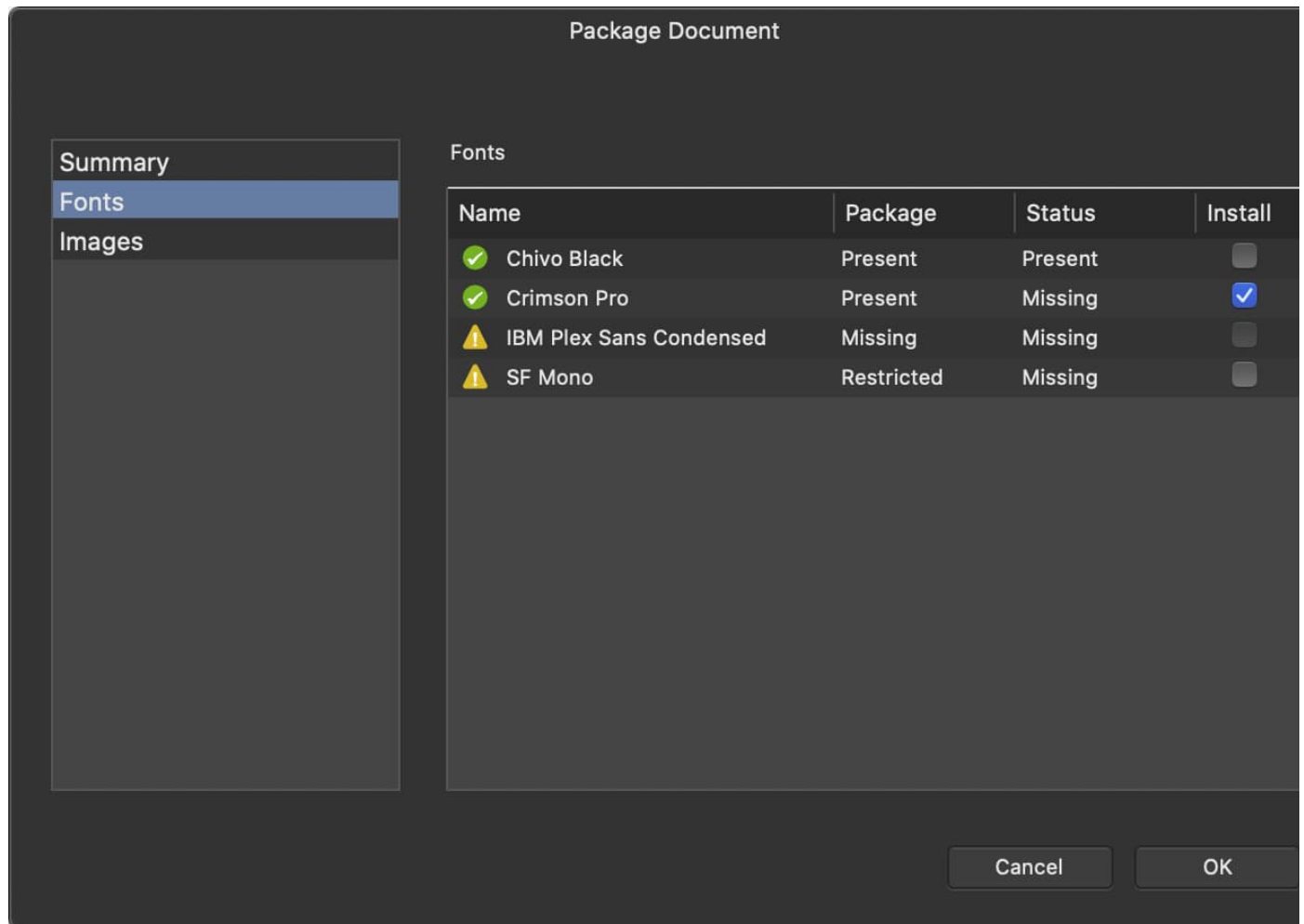
[Opening packages](#)

[Resaving modified packages](#)

[Resource Manager](#)

Opening packages

When an .afpackage file is opened, Affinity Designer displays the **Package Document** dialog to inform the recipient of the package's contents, including any font and image issues they may need to resolve.



Dealing with font issues

When opening a package, the dialog's **Fonts** section displays additional columns.

- **Package**—indicates whether a corresponding font file is included in the package. If included, it may be listed as [Restricted](#).
- **Install**—when ticked, Affinity Designer will temporarily load the included font file for its exclusive and temporary use.

Discuss font licensing with the package's provider/recipient accordingly.

💡 A prominent yellow warning sign is displayed next to any font that is restricted or not included in the package.

Installing fonts

Fonts listed as Missing in the **Status** column are not installed on the current device.

If such a font is included in the package, tick the checkbox in its **Install** column to make it available only to Affinity Designer and only for the current session. This enables the recipient to export and print the document as is.

If the document needs to be edited and fonts not installed on the current device are included in the package's Fonts folder, use your operating system's built-in mechanism or a third-party tool to install the fonts.

⚠ Even if font files are provided in a package, it is your responsibility to investigate and adhere to their licensing terms before installing them on your device.

Dealing with image issues

Consult the package's provider if an image is reported as Missing. They may have removed it from the package due to licensing restrictions that prevent it being shared.

You will not need to locate images listed as Present. When packaging, Affinity Designer updates a document's links to these resources to use the files in the package's Images folder.

▼ To open a package:

1. Select **File>Open** and choose the .afpackage file.
2. Review the summary of fonts and images.
3. (Optional) On the **Package Document** dialog, select **Fonts**. For any font that's listed as Missing, put a tick in its checkbox in the **Install** column.
4. Select **OK**.
5. (Optional) Select **File>Save As**. This creates an .afdesign file to which you can save changes and which you are now editing.
6. (Optional) Select **Window>Resource Manager** and relink any images marked as Missing.

SEE ALSO:

[About packaging](#)

[Creating packages](#)

[Resaving modified packages](#)

[Resource Manager](#)

Resaving modified packages

After making changes to a document stored in [.afpackage file format](#), you need to choose the appropriate Save command for the next step of your workflow.

Changes cannot be saved directly back to the package's file by selecting **File>Save**. Choose one of the following:

- **File>Save As**—to save as an .afdesign file, which returns the document to the regular open/edit/save workflow. This command is a good choice when you want to save quickly and often as you work, or if you will make changes across multiple editing sessions.
- **File>Save As Package**—to save as an .afpackage file. You can save in an empty folder to create a new package and leave the original unchanged, or to the original package's folder to update it. This command is a good choice if changes are quick to complete and the document will be sent to a collaborator who may be missing some of its fonts or images.

Saving over the original package

When you save a modified package to its original folder, the app will warn that the folder is not empty and prompt for confirmation. Choose one of the following options:

- **Yes**—to overwrite the existing .afpackage file and related files that have been modified since the package was last saved. Newly used fonts and images will be added to the package. Files will not be deleted from the folder, even if they are no longer used in the document.
- **No**—to choose a different folder.
- **Cancel**—to abandon the packaging process, e.g. if you have decided to save as an .afdesign file instead.

SEE ALSO:

[About packaging](#)

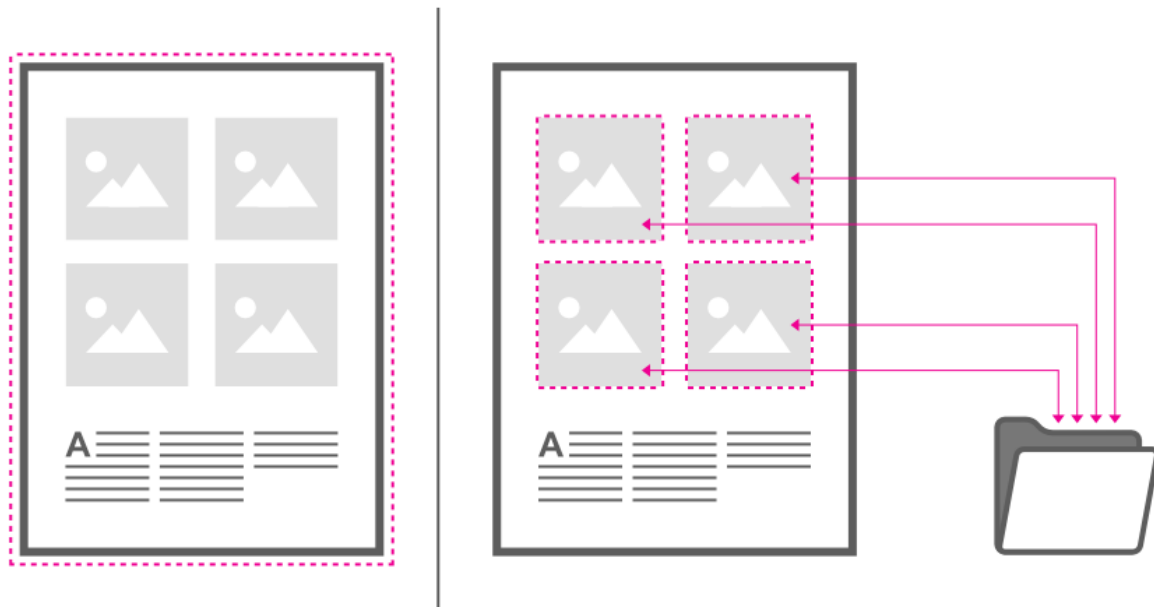
[Creating packages](#)

[Opening packages](#)

[Resource Manager](#)

Embedding vs linking

When placing content you have control over whether files are embedded within the document or linked from their original locations.



Embedding

A copy of the original file is embedded into the document. As a result, there is no means of checking if the original file is modified at a later date, but the file will be kept with the document when it is moved.

Linking

Instead of embedding, a link is created between the document and the file on disk to allow it to update (via Resource Manager) if changed on disk. The linked file is never stored in the document.

If one or more linked files have been moved or renamed since you last opened your document, you'll be prompted to locate the file the next time the document is opened.

💡 It's good practice to keep your linked files in a subfolder within your documents folder. Not only does it keep your images in one place for easier management, but if you move your project to a new location, the links to your files will always be maintained.

File sizes and embedding/linking

Embedding resources means the document is portable at the expense of a greater file size—all the resources are stored in the document. Linked resources give a much smaller document file size as only link information is stored.

▼ To set the default content placement policy:

1. From the **File** menu, click **New**.
2. From the dialog, choose an **Image Placement Policy**. The **Prefer Embedded** option stores the file in your document; **Prefer Linked** does not embed but maintains a link to the file, still in its original location.

You can change the policy at any time via **File>Document Setup**.

▼ To automatically update linked content:

1. From the **Edit** menu, select **Settings**.
2. On the **General** tab, check **Automatically update linked resources when modified externally**.

▼ To change an embedded file to a linked file:

1. From the **Window** menu, select **Resource Manager**.
2. From the manager, select the file to be linked and click **Make linked**.
3. Use the dialog to navigate to a folder to which you want the embedded file to be saved out to and click **Link**.

 If an embedded file is made linked its location will be remembered unless it has since been moved.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **General>Automatically update linked resources when modified externally**

SEE ALSO:

[Placing content](#)

Placing content

Placing content allows you to add images and Affinity (Designer, Photo, etc.), Photoshop, Illustrator, Freehand and PDF documents to your current document.



Content placed in this way can be replaced using the options on the context toolbar.

 You can also place the contents of existing textual documents, such as RTF and plain text files. See [Importing text](#) for more information.

About placing content

Once you've opened your image/document, you can place additional content.

Some useful tips when placing content include:

- For images, the placed image is added as an image layer rather than a pixel layer. This allows the original image data (e.g., the native resolution, color space and color profile) to be kept. On export to PDF, this data is re-embedded into the PDF file.
- Use the context toolbar's scaling controls to ensure correct sizing of CAD-derived PDFs or PDF/PSD adverts on placement.
- Placed documents offer a **Page Box** option on the context toolbar to choose how the page displays (e.g., with/without bleed, objects only).
- The added content can be rasterized at any time via the **Layer** menu (or via right-click).
- The file's embedded color profile will always be converted to the document's current working space.
- For unprofiled placed images, the color space is assumed to be RGB.
- Some brush operations will automatically rasterize image layers to the document resolution.

For further information on placing specific file types, please refer to the following table:

Content type	Comments
Affinity Designer files with multiple artboards	You'll be provided with an Artboard option on the document's context toolbar so you can choose which artboard is displayed.
Affinity documents, PDFs, SVGs and PSD files	The file will be listed in the Layers panel as either an Embedded document or Linked document depending on the Image Placement Policy set during initial Document Setup.
PDFs, SVGs, PSD and EPS files	If these are placed as embedded documents, you can edit them within Affinity. If edits are made, these files will be converted to Affinity documents and the original data will not be retained; you will not be able to write the embedded file out to its native file format and make it linked. Other features such as using PDF Passthrough will also then be lost. Please note that the Resource Manager will always display the original file's source filename and location should you need to refer back to it.
Affinity documents, PDFs, SVGs, PSD and EPS files	If these are placed as linked documents, you will not be able to edit them directly within Affinity. However, any edits made to the files will be picked up by Affinity and will be reported as Modified in the Resource Manager. You can then use the Resource Manager's Update button to update the files to match the external changes that were made.
Multi-page Affinity documents or PDFs	You can choose which page or spread you want to display by using Spread on the context toolbar. For PDF, only one page can ever be displayed, although you can simulate a spread by duplicating the placed object and choosing a different page to view.
Placed PDFs	These offer a PDF Passthrough option on the context toolbar, which defaults to Passthrough for exact reproduction within your own PDFs. If that's not possible, the Interpret option is selected. A bitmap preview of the PDF's contents is displayed while editing your document in Affinity Designer.
Password-protected PDFs	Placing a password-protected PDF will prompt you to enter the file's password. The password is then requested whenever you open the parent document. When the parent document is exported, the resulting PDF does not have to be password-protected. If you wish to protect the exported PDF, ensure you set the required password(s) and restrictions on Affinity's Export dialog.
Placed PDF, DWG or DXF files containing layers	These offer a Layers option on the context toolbar, from which you can choose which of the placed file's layers are visible or hidden in your Affinity document. For example, a layer of a DWG or DXF file might contain notes or more technical information, such as component labeling, that you want to omit for a less technical audience. For PDFs, changing layer visibility will automatically set PDF Passthrough to Interpret.

Once added to your page, you have the option to replace the content, retaining its position, as well as edit placed content.

Placing images from the web

Images can be placed by dragging and dropping them from a web browser, either as an embedded or a remote resource.

When an image is placed as a remote resource, its source address (URL) is recorded in your document. Affinity detects when a remote resource has been modified and will either notify you or automatically update the resource, according to the auto-update behavior setting in the app's General settings.

A document's remote resources can be embedded at any time, e.g. when you are ready to send it to a professional printing service or want to create an archive of a publication. The document will retain its record of a resource's source address, which

enables it to be made remote again if needed.

⚠ Placing an image as a remote resource may fail for various reasons, e.g. the image is hyperlinked or has a JavaScript attached. If this occurs, try placing the image as an embedded resource instead.

Any image from the Web that is initially placed as an embedded resource does not have its source address recorded and so requires you to perform the same steps again if it needs to be updated.

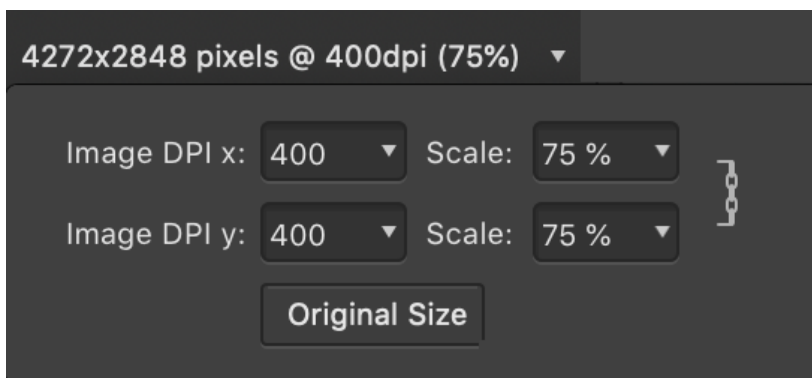
▼ To place content:

1. Do one of the following:
 - Select the **Place Tool**.
 - From the **File** menu, select **Place**.
2. In the pop-up dialog, navigate to and select a file, and click **Open**.
3. Do one of the following:
 - Click to place the file at its default, displayed size.
 - Drag on the page to set the size and position of the content.
4. Alternatively, you can drag and drop the file onto the page to place it. The current image placement policy (embedded or linked) will be honored.

💡 If used frequently, add the **Place Tool** to your toolbar via **View>Customize Tools**.

▼ To scale a placed image/document by DPI, percentage scale or to original size:

1. Select the image or document.
2. From the context toolbar, select the Image/document Info section and choose an **Image DPI** or **Scale** percentage value from the pop-up menu. Alternatively, click **Original Size** to scale to 100% (native dimensions) and reset aspect ratio.



▼ To return squashed content to its original aspect ratio:

- With the content selected, double-click on one of its edge handles to reset its aspect ratio.

▼ To place multiple files:

1. Do one of the following:
 - Select the **Place Tool**.
 - From the **File** menu, select **Place**.
2. In the pop-up dialog, **Ctrl**-select the files you wish to place, and click **Open**.

3. The **Place** panel will appear, displaying the files you selected for placement. The files can be placed consecutively from here each time you click on the page or picture frames you would like to place them in until the panel no longer holds any files, starting with the topmost file in the panel. Alternatively, you can click on a file within the panel and then click on the page or picture frame to place that specific file.

 Alternatively, **Alt**-dragging multiple files from Explorer to your page will add them directly to the **Place** panel, making it easy to place each file with precision.

▼ To edit an embedded document:

- Do one of the following:
 - Double-click the placed document.
 - From the context toolbar, select **Edit Document**.

 The editability of the embedded document may be affected by how the original document was saved in its native app.

 Changes are saved within the main document without affecting the original.

▼ To add an image to a layer (via Explorer):

- Drag an image from Explorer to your **page**. The image will be added to the project as a new layer.

▼ To add an image from a web browser to a layer:

1. Drag an image from a web page.
2. Do one of the following:
 - To make the image an embedded resource, regardless of your document's image placement policy, drop the image onto your document.
 - To make the image a remote resource, hold the **⌘** key and drop the image onto your document.

▼ To replace content:

1. Select placed content.
2. From the context toolbar, select **Replace Image** or **Replace Document** depending on what you've placed.
3. Select a replacement file from the file browser window.
4. (Optional) You can choose whether to embed or link the replacement file by clicking **Options** on the file browser window. The placement option you select will override the placement policy for the document in this instance.

SEE ALSO:

[Place Tool](#)

[Embedding vs linking](#)

[Resource Manager](#)

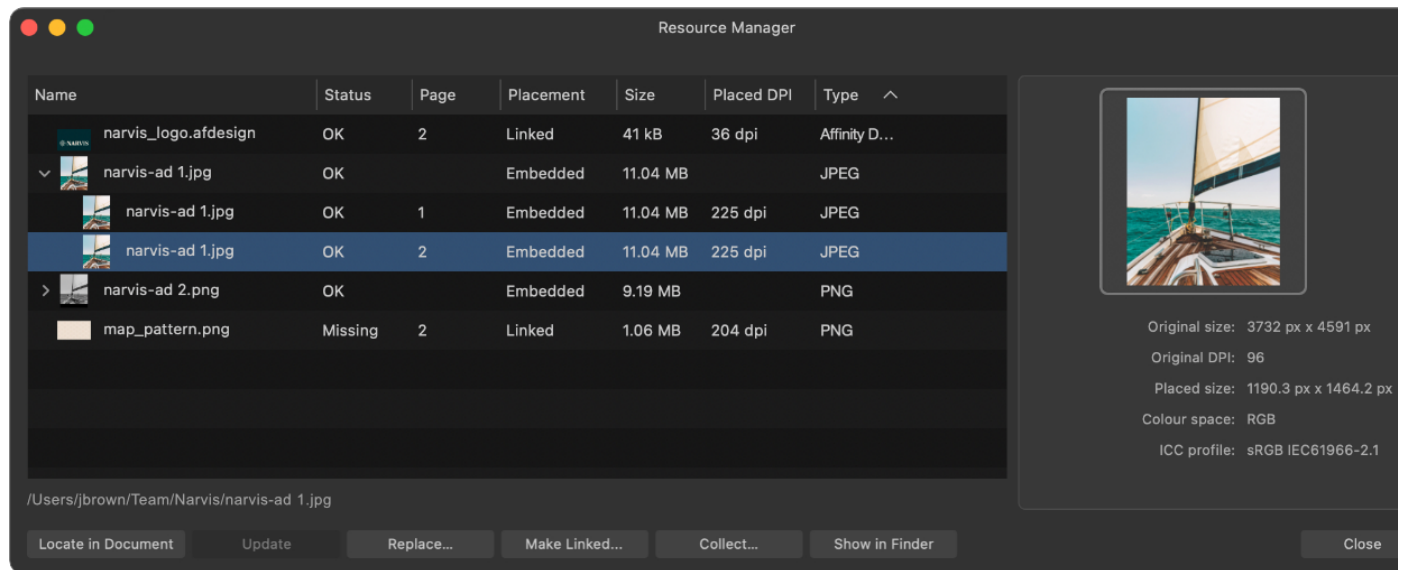
[Linked Services](#)

[Color management](#)

[Importing text](#)

Resource Manager

The Resource Manager lists all of the image and document resources used in your document.



From the Resource Manager, you can view the status of all resources, the placement of the resource (linked, embedded or remote), the file size, placed DPI, and file type. If the same resource is used multiple times within the document, they will be grouped together in the list.

Right-clicking on any of the column headers allows you check or uncheck columns to display or hide them.

About placement types

The key difference between linked files and embedded files is the location of the stored data and if data is updated after being linked or embedded.

Embedded files are stored in the document and can't be subsequently updated if the source file changes, i.e. there is no link to the source file.

Linked files are not stored in the document and can therefore be updated (via Resource Manager) in the document from the source file if the source file changes.

Images dragged and dropped from a web browser have a placement value of Embedded by default, regardless of a document's image placement policy, or Remote if the **⌘** key is held before dropping onto your document.

A placed image or document can have the following Status:

- **OK**—The file is up to date.
- **Modified**—The linked or remote file has been modified externally. Click **Update/Refresh** to get the latest version.
- **Missing**—Although still placed and displayed, the linked file has been deleted or moved externally to the app.

Additionally, you can use the Resource Manager's **Collect** feature to gather a document's resources, which may be distributed between multiple folders, into a single folder for ease of management, e.g. archiving a project when it is complete. If you wish to share a project, Affinity's Packaging feature is a better option.

💡 Use **Save As** if you want to collect resources to a new document which can be shared. You can continue to use the original document with uncollected resources.

✎ Fonts are not included in the collection process.

▼ To use the Resource Manager:

1. From the **Window** menu, select **Resource Manager**.
2. Select the resource(s) you need to manage and choose from the available options.

✎ Selecting a resource in the document view automatically highlights its entry on the Resource Manager.

💡 Double-click on an item in the Resource Manager to locate it on the Layers panel.

The following options are available from the Resource Manager:

- **Locate**—jumps to the resource in your document.
- **Update/Refresh**—allows you to update out-of-date linked/remote resources.
- **Relink**—appears in the place of **Update** for missing linked resources, allowing you to relink them. Find and select a missing file using the pop-up dialog to relink it, or, if an entire folder containing multiple linked files has been moved, select the folder to automatically relink all missing files within that folder at once.
- **Replace**—allows you to relocate or replace the selected resource file if missing. Select a replacement file using the pop-up dialog.
- **Make Linked/Embed**—allows you to change a linked or remote resource into an embedded resource or vice versa. When making files linked, specify a save location using the pop-up dialog.
- **Collect**—allows you to collect selected linked document resources in a single specified folder. Specify a folder to collect the linked resources into using the pop-up dialog.
- **Show in Explorer**—reveals the source file for the selected linked resource, if it is not missing.
- **Open Stock URL**—opens the address for the selected remote resource in your system's default web browser.

⚙ Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **General**>**Automatically update linked resources when modified externally**

SEE ALSO:

[Placing content](#)

[Embedding vs linking](#)

[Linked Services](#)

[About packaging](#)

Linked Services

Affinity's Linked Services feature allows for a seamless experience when a document uses linked resources stored in your Dropbox or iCloud Drive and you need to continue working on the document on a different device.

Why Linked Services is necessary

The path to a linked resource stored in Dropbox or iCloud Drive can be broken down into two parts. For example:

`/Users/Serif/Dropbox/Affinity Projects/Flyer/Resources/image.tiff`

The green part is the path to the resource within cloud storage and is the same on all devices.

The red part is the path to the folder to which cloud storage is synced. It may differ between devices, e.g. if user accounts have different names or Dropbox is configured to sync to a different drive, which can lead to missing resource warnings.

Normally, Affinity stores the full path to any linked resource. With Linked Services, the device-specific part is replaced with a reference to the relevant cloud storage provider, and only the cloud-related part of the path is stored. The earlier example would then be stored as:

`Dropbox:/Affinity Projects/Flyer/Resources/image.tiff`

Affinity knows to replace the prefixed reference with the path to cloud storage on the device that is currently in use.

iCloud Drive

The benefits of Linked Services are automatic for linked resources in iCloud Drive. Your Mac, iPad or PC only needs to be signed into iCloud Drive via System Settings (or System Preferences), Settings or iCloud for Windows, respectively.

Dropbox

You will need to install Dropbox's software and sign into the same account on each of your devices and then grant permission to each Affinity app on each of your devices to link to your Dropbox.

▼ To link your Affinity app to your Dropbox account:

1. Select **Edit>Settings**.
2. Select **Linked Services**.
3. Next to Dropbox, click **Link**.
4. The Dropbox website will open. Follow its instructions to link your Dropbox account to Affinity. At the end of the process, you will be returned to your Affinity app.

▼ To unlink your Affinity app from your Dropbox account:

1. Select **Edit>Settings**.
 2. Select **Linked Services**.
 3. Next to Dropbox, click **Unlink**.
-

SEE ALSO:

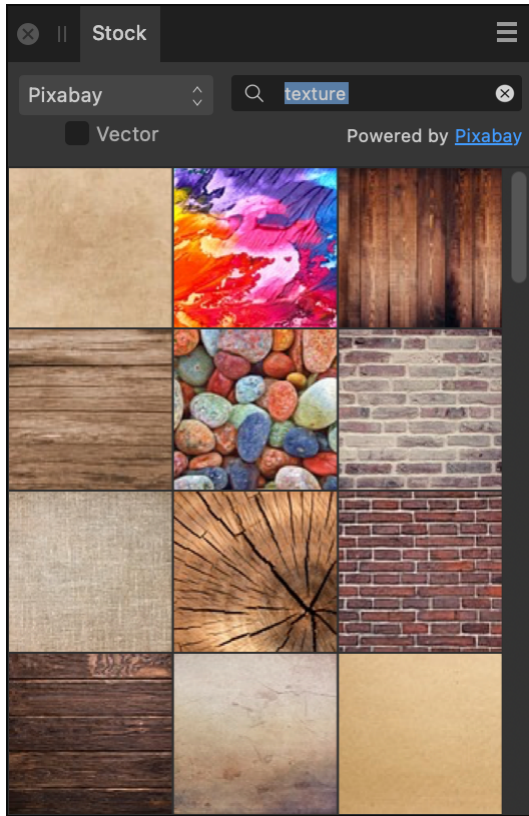
[Placing content](#)

[Resource Manager](#)

[Settings \(or Preferences\)](#)

Using stock photos

The [Stock panel](#) allows you to search various stock imagery websites to find images and then add them to the page or create new documents from them.



The Stock panel populated with images.

▼ To search for stock images:

On the **Stock** panel:

1. Select a stock imagery website from the pop-up menu.
2. In the search box, type in your keyword(s) and then click the search icon or press the **Return** key.

Thumbnails of all images matching the search criteria will display in the panel.

  You can clear search results using the close icon.

▼ To add an image to your page:

- Drag an image thumbnail from the panel onto the page. It will be placed using its original dimensions.

▼ To create a new document from an image:

Do one of the following:

- With no documents open, drag an image thumbnail from the panel onto the empty workspace.
- With a document(s) already open, drag an image thumbnail from the panel and drop it on the Toolbar.

The new document will have the same dimensions as the image.

▼ To view an image on its stock imagery website:

- On the image's context toolbar, select **Open Stock URL**. Your default web browser will launch displaying your selected image on the chosen stock imagery website.

 The image owner's profile can be viewed by clicking **Open Stock URL** option and navigating to the author's profile page.

SEE ALSO:

[Stock panel](#)